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Charity



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Survival Difficulty: Class 0

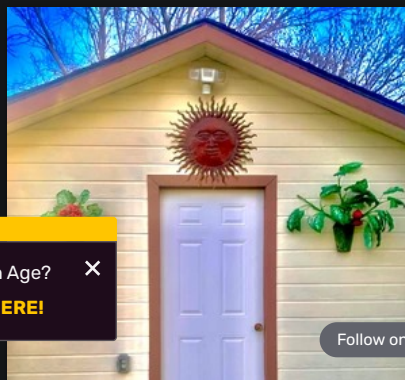
- » Safe
- » Stable
- » Devoid of Entities

When you are in need of something, others can help.



Description

The **Charity** is what supplies the resources in the cupboards in Bedtime. The **Charity** is a shed with pastel yellow walls, green flowers hanging from the wall, a camera, and a sun decoration hanging from the



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Level List



Level !



Level 399



You Cheated



The Frontrooms

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Frontrooms. The trees go on for



what seems like forever, and the woods do not have any creatures like those in the woods in [The Frontrooms](#). Although, if you walk far enough, you will end back up in The **Charity**. It is always daytime in The **Charity**.

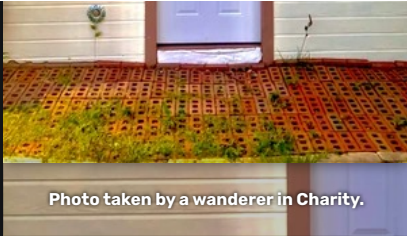


Photo taken by a wanderer in Charity.

Inside The **Charity** is a huge hallway, which is illuminated by fluorescent lights and is bigger than the exterior of The **Charity**. The hallway is filled with storage racks which contain crates, labeled based on what they contain inside. The hallway expands itself when there are more things put inside of it. The resources inside of The **Charity** come from items placed inside the cupboards in Bedtime, items left unattended for long periods of time in any other level, and items manually placed in the crates by wanderers.

Outposts and Colonies

Outpost Charity

Outpost Charity is named after the level. They are willing to trade, and are from the Republic of Dinesswe

Entrances and Exits

Entrances

- Sleeping in the cupboards in Bedtime, you will wake up on the soil in front of The **Charity**.
- Making a vending machine from [Level 4](#) fall and crush you will make you wake up in The **Charity**. However, your injuries will remain.

Exits

There are three known exits from The **Charity**, but due to the large amount of space inside and outside of The **Charity**, it is unknown whether there are more exits.

- Sleeping in The **Charity** will bring you to a random safe level.
- Walking to the end of the hallway will bring you to [The Frontrooms](#). This may seem simple at first, but the hallway goes on for many miles (and growing) and you will be either tired or heavily injured upon entering The **Charity**.
- Walking to the back of The **Charity** from the outside, there will be a white, wooden door in which you can go into Bedtime. However, if the door is brown and wooden, you'll end up in [Level 0](#) upon entering the door.

CATEGORIES



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